

Rock Raider Bug/ Comment List

(latest version 08/01/99 on Intel 2 by Eamonn)

Name	Priority (1-5)	Bug / Comment
Ian	4	Need upgrades for large and small helicopter, or mibile laser platform
Ian	3	Can we put in Teoman's low poly Rock monster
Borly	2	Are you on medication or something! have you heard the latest ice level, background SFX. Also, the sax. Sfx finishes before the anim.
Ian	5	The progressive meshes are being redone, can you put it in
Paul	2	Put in the projectile, radial blast and laser weapons as discussed.
Paul	3	If a RM is hit by a weapon, several times, he is to break into little RM's which run away into walls etc.
Paul	3	Can I have Spider's shooting out the web's via a ptl file please
Ian	4	Can you get simeon to do an electric pylon icon as in game
Paul	4	If a scorpion pinches a mini-fig the mini-fig is to teleport away to safety
Ian	4	The digging animation is to be speeded up to look comical.
Ian	3	To give Paul the projectile/laser gfx as discussed
Paul	1	To fix the crash bug I showed earlier. 100% repeatable, if you build on a lava level using the icon panel.
Paul	3	Put in the Slimy Slug enemy. Stu B did it I think. Ian will know
Paul	5	The latest version does not seem to have 3d sound in correctly. The drill sounds very loud constantly.
Ian	4	The granite Grinder drill gives off puny ice particles when digging. Can we make them larger.
Paul	4	Is the web delay times in the config yet.?
Rob	4	Are Cave in's still working, I have not seen them. Can you put them back in please.
Paul	5	Can you create a system where the advisor is able to say different .wavs depending on which icon you are over. Similar in concept to tool tips.
Paul	4	If the spider nest code is fully working can you put it in the game.
Ian	2	The large digger has a square topped light.
Ian	3	Is the 1 st person pilot heads, high poly?
Paul	1	You cannot click on side info buttons in 1 st person view.
Paul	3	Though bubbles appear on top of the radar screen.
Rob	C	Can you implement the PTL file to do this: If a RM is alive, he will try to steal crystals as a no. 1 priority. If no crystals exist, he will pick up a rock and go after mini-figs. If no mini-figs exist, go after buildings. This must be done via PTL only.
Paul	2	Can we put bi-linear filtering on/off specific Light wave models
Rob	3	Game fails soak test regularly.